



Fighter 1  
CLASS & LEVEL

Human  
RACE/ANCESTRY/HERITAGE

Soldier  
BACKGROUND

STR  
**+2**  
14

**+2** PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC) INITIATIVE SPEED  
**19** **+3** **30 ft.**

Armor Worn: chain mail, shield

HIT POINTS HIT DICE  
**12** **1d10**

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

**Basic Attack.** One target per Attack action.

**Longbow.** Ranged Weapon Attack: +5 to hit. *Hit:* 1d8+3 piercing damage. (Normal range to 150 ft.; disadvantage long range 151 to 600 ft. Must be used two-handed.)

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage.

**Scimitar.** Melee Weapon Attack: +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

#### MAGIC, FEATS & SPECIAL ATTACKS

**Fighting Style: Defense.** In armor, gain +1 to AC.

DEX  
**+3**  
16

#### SAVING THROWS

+4 Strength Saves \*  
+3 Dexterity Saves  
+4 Constitution Saves \*  
-1 Intelligence Saves  
+1 Wisdom Saves  
+0 Charisma Saves  
\* *Prof. bonus added*

CON  
**+2**  
15

INT  
**-1**  
9

WIS  
**+1**  
13

CHA  
**+0**  
11

#### RACE

##### Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 18 years old
- Medium Size (5' 9", 149 lbs.)

#### CLASS

##### Fighter Class Features [PHB p. 70]

- Fighting Style (Defense)
- Second Wind (regain 1d10+1 h.p.)
- Maneuver Save DC 13

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** chain mail armor (AC 16), shield (AC +2), shortsword, longbow and 20 arrows, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 129 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 8 gold pieces (gp); 61 silver pieces (sp); 5 copper pieces (cp); 2 gems (worth 10 gp each)

##### Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Mercenary soldier-for-hire. Willy manner.
- **Ideal:** Obey and be obeyed.
- **Bond:** Refugees call you a savior.
- **Flaw:** Misses lands of old battles.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons  
**Tools:** gaming set (dice set), vehicles (land craft)

**Saving Throws:** Strength, Constitution

**Skills:** Acrobatics, Athletics, Intimidation, Perception

**Languages:** Common, Elvish